

AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer-implemented method for playing a multiplayer computer game comprising an automobile driving simulation, comprising steps of:

a computer identifying at least one player on a first team and a plurality of players on a second team, each player corresponding to ~~[[a]]~~a different automobile in a graphically depicted simulated driving environment in which the multiplayer computer game is played, wherein the at least one player on the first team has at least a first corresponding automobile with a first graphically depicted appearance and all of the players on the second team have automobiles that are graphically distinguished from the at least first corresponding automobile, and wherein each automobile of the at least one player on the first team is given enhanced capabilities so as to always have at least a same speed and capabilities as a fastest and strongest automobile corresponding to all of the plurality of players on the second team and regardless of any type of automobile that is being driven by the at least one player on the first team;

initiating game play, during which each player on the first team tries to catch any player on the second team in the graphically depicted simulated driving environment, wherein a player on the second team is caught when a player on the first team drives the at least first corresponding automobile into an automobile that corresponds to the player on the second team;

when any player on the first team catches any player on the second team by driving the at least first automobile into the automobile corresponding to the player on the second team, changing-reassigning the caught second team player to be on the first team by at least changing an appearance attribute of the automobile corresponding to the caught second team player to reflect that the second team player is assigned to the first team and such that the automobile corresponding to the caught second team player has a changed graphically depicted appearance that is graphically similar to the first graphically depicted appearance of the at least first

corresponding automobile; and

ending game play when a predetermined event occurs.

2 - 3. (Cancelled).

4. (Original) The method of claim 1, wherein players on the first team comprise predators, and players on the second team comprise prey.

5. (Original) The method of claim 2, wherein each predator is graphically depicted as a police car.

6. (Original) The method of claim 1, further comprising the step of determining a user corresponding to the last player on team two to be a winner of the game.

7. (Original) The method of claim 1, wherein at least one player is computer-controlled.

8. (Original) The method of claim 1, wherein, upon the occurrence of a predetermined criteria, a player on the first team changes to be a player on the second team.

9. (Currently Amended) The method of claim 1, further comprising:

sending directional arrow data to a computing system corresponding to a player on the first team, said data defining a direction of a directional arrow displayed on a display screen corresponding to the relative directional location from the player on the first team to a closest player on the second team such that the directional arrow always points in the direction of the closest player on the second team.

10. (Currently Amended) The method of claim 1, wherein one or more of the players have a visual display of an on-screen map that is depicted in the graphically depicted simulated driving environment during play of the computer game, wherein the on-screen map displays location information of the automobiles of one or more other players of the computer game, the method further comprising:

sending map data to a computing system corresponding to a player identified as a player on the first team, said map data defining a position of each remaining player on the second team, said position of each remaining player on the second team to be displayed on ~~[[an-]]the~~ on-screen map on a display screen corresponding to any player on the first team of the player identified as a player on the first team.

11. (Currently Amended) The method of claim 1, further comprising the step of notifying each at least the remaining player(s) on the second team when any player on the first team catches any player on the second team.

12. (Original) The method of claim 1, wherein the predetermined event comprises a predetermined amount of time elapsing.

13. (Original) The method of claim 1, wherein the predetermined event comprises a last player on the second team being caught by any player on the first team.

14. (Original) The method of claim 1, wherein the computer identifies a plurality of players on the first team prior to initiating game play.

15. (Original) The method of claim 1, wherein the computer identifies one player on the first team one for every n total players prior to initiating game play, wherein n is a positive integer.

16. (Cancelled).

17. (Currently Amended) The method of claim 1, further comprising, during game play, continuously providing a graphical display of status list data, wherein the graphically displayed status list data indicating comprises a time elapsed, a name of each of the players, and whether each [[user]] of the players is currently on the first team [[one]] or the second team[[two]].

18. (Original) The method of claim 17, wherein said list data further indicates, for each team one player that started the game as a team two player, how long the each player was a team two player.

19. (Currently Amended) A computer-readable storage medium comprising stored computer-executable instructions for implementing the [[a]] method recited in claim 1 for playing a multiplayer automobile driving simulation computer game, comprising steps of:

a computer identifying at least one player on a first team and a plurality of players on a second team, each player corresponding to an automobile in a graphically depicted simulated driving environment in which the multiplayer computer game is played;

initiating game play, during which each player on the first team tries to catch any player on the second team in the graphically depicted simulated driving environment;

when any player on the first team catches any player on the second team, changing the caught second team player to be on the first team; and

ending game play when a predetermined event occurs.

20 - 21. (Cancelled)

22. (Original) The computer-readable medium of claim 19, wherein players on the first team comprise predators, and players on the second team comprise prey.

23. (Original) The computer-readable medium of claim 22, wherein each predator is graphically depicted as a police car.

24. (Original) The computer-readable medium of claim 19, wherein the computer executable instructions further comprise the step of determining a user corresponding to the last player on team two to be a winner of the game.

25. (Original) The computer-readable medium of claim 19, wherein at least one player is computer-controlled.

26. (Original) The computer-readable medium of claim 19, wherein, upon the occurrence of a predetermined criteria, a player on the first team changes to be a player on the second team.

27. (Original) The computer-readable medium of claim 19, wherein the computer executable instructions further comprise:

receiving directional arrow data defining a direction of a directional arrow displayed on a display screen corresponding to the relative directional location from a player on the first team to a closest player on the second team.

28. (Original) The computer-readable medium of claim 19, wherein the computer executable instructions further comprise:

receiving map data defining a position of each remaining player on the second team, said position of each remaining player on the second team to be displayed on an on-screen map on a display screen corresponding to any player on the first team.

29. (Currently Amended) The computer-readable medium of claim 19, wherein the computer executable instructions further comprise the step of notifying ~~at least the each~~ remaining player(s) on the second team when any player on the first team catches any player on the second team.

30. (Original) The computer-readable medium of claim 19, wherein the predetermined event comprises a predetermined amount of time elapsing.

31. (Currently Amended) The ~~method~~ computer-readable medium of claim 19, wherein the predetermined event comprises a last player on the second team being caught by any player on the first team.

32. (Original) The computer-readable medium of claim 19, wherein the computer identifies a plurality of players on the first team prior to initiating game play.

33. (Original) The computer-readable medium of claim 19, wherein the computer identifies one player on the first team one for every n total players prior to initiating game play, wherein n is a positive integer.

34. (Cancelled).

35. (Currently Amended) The computer-readable medium of claim 19, wherein the computer executable instructions further comprise, during game play, providing a graphical display of status list data, the list data comprising a time elapsed, a name of each of the players, and indicating whether each [[user-]] of the players is currently on the first or second team one or team two.

36. (Original) The computer-readable medium of claim 35, wherein said list data further indicates, for each team one player that started the game as a team two player, how long the each player was a team two player.

37. (New) The method of claim 10, further comprising:

in addition to sending map data to a computing system corresponding to a player identified as a player on the first team, sending map data to computing systems corresponding to each player on the second team and wherein the on-screen maps of each player on the second team continuously indicate the positions of each player on the second team.

38. (New) The method of claim 37, wherein the on-screen maps of each player on the second team flashes the positions of the at least one player on the first team at periodic intervals.

39. (New) The method of claim 9, wherein the directional arrow data is only provided to some of the players.

40. (New) The method of claim 1, wherein each automobile of the at least one player on the first team is faster than all automobiles corresponding to the plurality of players on the second team.

41. (New) The method of claim 1, further comprising:

providing, on the display screens of all players participating in the game, an on-screen graphical display of a status list which is continuously displayed during game play, wherein the graphically displayed status list includes a time elapsed and two listings of players, wherein the first listing is a list of status information of all of the players on the second team and the second listing is a listing of status information of all players on the first team, and wherein the status information of each player comprises a name of the player, an indication of whether each of the players is currently on the first team or the second team, and, for each player that began the game play on the first team and that was subsequently caught and thereby changed to the second team, a duration of time that the player lasted on the first team before being caught;

moving a player from the first listing to the second listing when the player is caught by a member of the first team and thereby reassigned to the first team; and

displaying, next to the caught player that was moved from the first listing to the second listing, the time that the player was on the first team before being caught.

42. (New) The method of claim 1, further comprising:

displaying, temporarily on the display screens of all players participating in the game, when a particular player on the second team has been caught and thereby changed affiliation to the first team, an on-screen graphical indicator indicating a name associated with the particular player that was caught and indicating that the player has become a member of the first team.